

# Kiryu Sakakibara

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## Education

### Cornell University, College of Engineering

Sep 2019 - May 2023

- B.S. in Computer Science, Game Design Minor | GPA: 3.4
- Relevant courses: Data Structures, Functional Programming, Differential Equations, Linear Algebra, Game Design, Databases, Algorithms, Computer Vision, Computer Graphics, Artificial Intelligence

### The Bronx High School of Science

Sep 2015 - June 2019

- Relevant courses: App Development, Game Programming

## Experience

### Software Development Engineer Intern

Seattle, WA

Amazon

May 2022 – Aug 2022

- Developed a full-stack web application from scratch using React and Java REST APIs, allowing internal Amazon employees to query a database easily and safely for information regarding unsellable servers.
- Collaborated with stakeholders frequently to ensure the application was being built based on customer needs first.

### Teacher's Assistant for Intro Game Design

Ithaca, NY

Cornell University

Jan 2022 – May 2022

- Attended discussions and presentations to oversee 12 groups and the development of their games, as well as answer any questions that they may have had.
- Helped improved students' games by grading assignments with feedback, holding office hours, and play-testing games for functionality and design.

### Advertising Manager – Development in Games Association

Ithaca, NY

Cornell University

Jan 2022 – May 2023

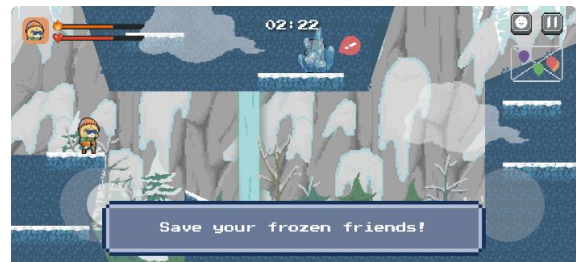
- Advertised events relevant to game development and design on the association Discord server.
- Spoke with other advertisers that wanted to promote their events/materials through the association and made sure everything was appropriate to be shared.

## Projects

### Yeti Set Go! Video Game

Advanced Game Design at Cornell

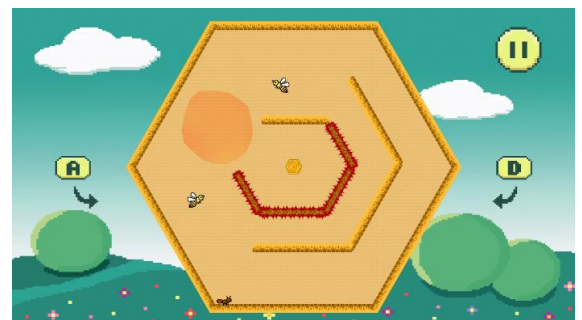
- Developed a multiplayer platforming game for mobile devices in C++ using the CUGL engine.
- Implemented screen/world transformations, win/lose conditions, and collision detection.



### Honey Heist Video Game

Intro Game Design at Cornell

- Developed a puzzle platforming game for computers in Java using the LibGDX engine.
- Implemented game physics, level editor, and manipulation of JSON files to store and load level designs and save states.



## Skills

**Programming languages:** Java, Javascript, C#, C++, Ocaml, Python, SQL

**Development tools:** Unity, LibGDX, Git/Github, Android Studio, Node, React, Springboot

**Languages:** Japanese